



# GARDEVOIR



**N**: Normal Attack **G**: Grab Attack **C**: Counter Attack

Cancel: Interrupt an action and transition to a different action



## BURST ATTACK

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Fairy Tempest	with Synergy Burst active: <b>L</b> + <b>R</b>		pierces counter attacks / damage is increased when hit from close range

## POKÉMON MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Psychock	<b>A</b>	Use to stop your opponent	
<b>N</b> Stored Power	<b>+</b> forward + <b>A</b>	Major damage dealer	powers up up each time you use <b>Calm Mind</b>
<b>-</b> Calm Mind	<b>+</b> back + <b>A</b>		
<b>C</b> Dazzling Gleam	during <b>Calm Mind</b> : <b>A</b>	Counter	
<b>N</b> Energy Ball	during <b>Calm Mind</b> : <b>Y</b>		properties change when it makes contact with an opponent's long range attack
<b>N</b> Energy Ball: diffuse	during <b>Calm Mind</b> : <b>Y</b> , <b>Y</b>		
<b>N</b> Psychic	during <b>Calm Mind</b> : <b>X</b>	Use to stop your opponent	
<b>-</b> Teleport	during <b>Calm Mind</b> : <b>E</b>	For surprise attacks	change direction with back or forward on the <b>+</b>
<b>N</b> Moonblast	charge <b>A</b> , then release	Effective against grab attacks	powered up when Synergy Burst is active

### FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Magical Leaf (Field)	midair <b>A</b>	Use to stop your opponent	can move with the <b>+</b> / transition to midair float with <b>R</b>
<b>N</b> Magical Leaf to jumping Ranged Attack	midair <b>A</b> , <b>Y</b>		change direction with back on the <b>+</b>
<b>N</b> Magical Leaf to jumping attack	midair <b>A</b> , <b>X</b>		change direction with the <b>+</b>

### DUEL PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Magical Leaf (Duel)	midair <b>A</b>		change direction with up or down on the <b>+</b>
<b>N</b> Future Sight: up	<b>+</b> up + <b>A</b>		change direction with diagonal up input on the <b>+</b>
<b>N</b> Future Sight: down	<b>+</b> down + <b>A</b>		change direction with diagonal down input on the <b>+</b>

## BASIC MOVES

MOVE NAME	COMMAND	USE	NOTES
<b>G</b> grab attack	<b>Y</b> + <b>E</b>	Overcome blocks	
<b>C</b> counter attack	<b>X</b> + <b>A</b>	Counter	cancelable with <b>+</b> + <b>R</b> / can move with the <b>+</b>
<b>C</b> counter attack: charge	<b>X</b> + <b>A</b> (hold)		pierces counter attacks
<b>C</b> midair counter attack	midair <b>X</b> + <b>A</b>		transition to midair float with <b>R</b>
<b>-</b> midair float	midair <b>R</b>	For surprise attacks	able to transition to any midair attack
<b>-</b> Synergy Burst	with Synergy Gauge MAX: <b>L</b> + <b>R</b>		

### FIELD PHASE ONLY

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Ranged Attack	<b>Y</b>		cancelable with a Pokémon move
<b>N</b> chain Ranged Attack 1	<b>Y</b> , <b>Y</b>		
<b>N</b> chain Ranged Attack 2	<b>Y</b> , <b>+</b> sideways + <b>Y</b>		
<b>N</b> chain Ranged Attack 3	<b>Y</b> , <b>+</b> back + <b>Y</b>		
<b>N</b> side Ranged Attack	<b>+</b> sideways + <b>Y</b>		
<b>N</b> chain side Ranged Attack	<b>+</b> sideways + <b>Y</b> , <b>Y</b>		
<b>N</b> forward Ranged Attack	<b>+</b> forward + <b>Y</b>	Use to shift phases	change direction with diagonal forward input on the <b>+</b>
<b>N</b> forward Ranged Attack: charge	<b>+</b> forward + <b>Y</b> (hold)		pierces counter attacks
<b>N</b> backward Ranged Attack	<b>+</b> back + <b>Y</b>	Effective against airborne opponents	change direction with diagonal back on the <b>+</b>
<b>N</b> backward Ranged Attack: charge	<b>+</b> back + <b>Y</b> (hold)		pierces counter attacks
<b>N</b> jumping Ranged Attack	midair <b>Y</b>	Use to shift phases	change direction with back on the <b>+</b>
<b>N</b> Homing Attack	<b>X</b> , <b>X</b>		cancelable with <b>R</b> or <b>E</b>

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Homing Attack: charge	⊗ ⊗ (hold)		pierces counter attacks / Guard Break
<b>N</b> jumping attack	midair ⊗		change direction with the ⊕

**DUEL PHASE ONLY**

MOVE NAME	COMMAND	USE	NOTES
<b>N</b> Poké Combo 1	⬢ ⬢ ⬢ ⬢	Major damage dealer	
<b>N</b> weak attack	⬢ ⬢ ⬢		cancelable with a Pokémon move
<b>N</b> forward weak attack	⊕ forward + ⬢	Major damage dealer	
<b>N</b> back weak attack	⊕ back + ⬢		
<b>N</b> high stance weak attack	⊕ up + ⬢	Effective against airborne opponents	
<b>N</b> high stance weak attack: charge	⊕ up + ⬢ (hold)		pierces counter attacks
<b>N</b> low stance weak attack	⊕ down + ⬢		
<b>N</b> midair weak attack	midair ⬢		transition to midair float with <b>R</b>
<b>N</b> Poké Combo 2	⊗ ⊗		
<b>N</b> strong attack	⊗		cancelable with a Pokémon move
<b>N</b> forward strong attack	⊕ forward + ⊗		
<b>N</b> back strong attack	⊕ back + ⊗		pierces counter attacks
<b>N</b> back strong attack: charge	⊕ back + ⊗ (hold)	Use for Guard Break	pierces counter attacks
<b>N</b> high stance strong attack	⊕ up + ⊗	Effective against grab attacks	
<b>N</b> low stance strong attack	⊕ down + ⊗	Make an opening for more attacks	pierces counter attacks
<b>N</b> midair strong attack	midair ⊗		change direction with back or forward on the ⊕

**RECOMMENDED COMBOS**

**FIELD PHASE ONLY**

COMMAND	NOTES
<b>N</b> forward Ranged Attack: charge (⊕ forward + ⬢ [hold]) ▶ <b>Psyshock</b> (Ⓐ)	

**DUEL PHASE ONLY**

COMMAND	NOTES
<b>N</b> midair strong attack (midair ⊗) ▶ <b>Poké Combo 1</b> (⬢ ⬢ ⬢ ⬢)	
<b>N</b> forward weak attack (⊕ forward + ⬢) ▶ <b>Stored Power</b> (⊕ forward + Ⓐ)	

